

CADD TEXT PARAMETERS							
Reference No. <div></div>	LV/CO=	FT=	TX=	WT=	LS=	TJ=	Comments
<div>1</div>	62	1	20	6	-	CB	Use text node supplied with cell
<div>2</div>	39	23	17.5	4	8.75	LB	
GRAPHIC PARAMETERS							
Reference No. <div></div>	LV/CO=	▲WT=	LC=	Comments			
<div>1</div>	38	3	0				
<div>2</div>	●	1	0	● LV/CO shall match the same LV/CO of Text placed for item			
<div>NOTE: The subdued background shown can be produced by an electrostatic plotter using a modified pen table or by using conventional layering methods with screens. While this procedure is recommended to enhance the clarity of certain plan sheets, the use of this process is optional.</div> <div>NOTE: For project related sheets, see standards: P-12.15</div> <div>NOTE: Do not use arrow heads to callout elevations</div>							
Abbreviations: LV - LEVEL CO - COLOR FT - FONT TX - TEXT SIZE WT - LINE WEIGHT LS - LINE SPACING TJ - TEXT JUSTIFICATION AC - ACTIVE CELL				<div><div><div></div></div> - Text Reference Callout <div><div></div></div> - Graphic Reference Callout <div><div></div></div> - User Note Reference Callout</div> <div>▲ See Std P-00.60 Line Weight Table for Manual Construction Units of measure for 'TX=' and 'LS=' are expressed in feet (scale - 1"=100') using ADOT's Standard Working Units.</div>			

MANUAL TEXT PARAMETERS				
Reference No. <div></div>	Text Size	Rapidograph Pen Size	Style	Comments
<div>1</div>	No. 7 Ames/ 240 Leroy	3	Straight	
<div>2</div>	No. 6 Ames/ 200 Leroy	2	Slant	
USER NOTES				
Reference No. <div></div>	Comments			
<div>1</div>	See Std P-00.70 for Title Block & Project Number Block Layout			
<div>2</div>	Show Slope in feet per foot to 4 decimal places			
<div>3</div>	Show elevations to 2 decimal places			
<div>4</div>	See Std P-00.61 for Leader Line Layout			
<div>5</div>	See Std P-00.70 for Profile Sheet Overlay			

APPROVED FOR DISTRIBUTION	STATE OF ARIZONA DEPARTMENT OF TRANSPORTATION DIVISION OF HIGHWAYS STANDARD DRAWINGS	DRAWING NO. P-13.15
SAMPLE STORM DRAIN PROFILE SHEET FOR URBAN FREEWAY CROSSROAD		